

Example

# Fan - Parts

<b>by:</b>	Alex del Bondio, January 2019
<b>published:</b>	<a href="http://forum.avolites.com/viewtopic.php?f=20&amp;t=5962#p21516">http://forum.avolites.com/viewtopic.php?f=20&amp;t=5962#p21516</a>
<b>description:</b>	Set fan parts to various values
<b>remarks:</b>	

[fan](#), [parts](#), [active](#), [binding](#), [converter](#)

## functions

- [ActionScript.SetProperty](#)

## affected properties

- [Programmer.Editor.Fixtures.Fan.SegmentCount](#)

## control structures

- [Active Binding](#)
- [Math.EnumAsStringEqualityConverter](#)

## Code

```
Fan 1 part
  <active binding="{propertyLink
id='Programmer.Editor.Fixtures.Fan.SegmentCount'
converter='Math.EnumAsStringEqualityConverter' converterParameter='1'}"/>
  <sequence>
<step>ActionScript.SetProperty("Programmer.Editor.Fixtures.Fan.SegmentCount"
,1)</step>
  </sequence>

Fan 2 part
  <active binding="{propertyLink
id='Programmer.Editor.Fixtures.Fan.SegmentCount'
converter='Math.EnumAsStringEqualityConverter' converterParameter='2'}"/>
  <sequence>
<step>ActionScript.SetProperty("Programmer.Editor.Fixtures.Fan.SegmentCount"
,2)</step>
  </sequence>
```

## Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to [Formats and syntax](#)

The macros set the fan parts to various values. They also show the current value using [Active Binding](#)

## How to use it

- [make this macro available](#)
- copy the macros on buttons for easy access

From:  
<https://www.avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:  
<https://www.avosupport.de/wiki/macros/example/setfanparts?rev=1556377316>

Last update: **2019/04/27 15:01**

